

Figure 3. Examples of Reflective Convex Mirror for Omni-Directional Imaging.

Notice that these convex mirrors do not satisfy the single viewpoint constraint (SVC) condition: The (extension of) reflected rays do not meet at single viewpoint, i.e., the virtual viewpoint varies with rays' impinging location on the mirror.

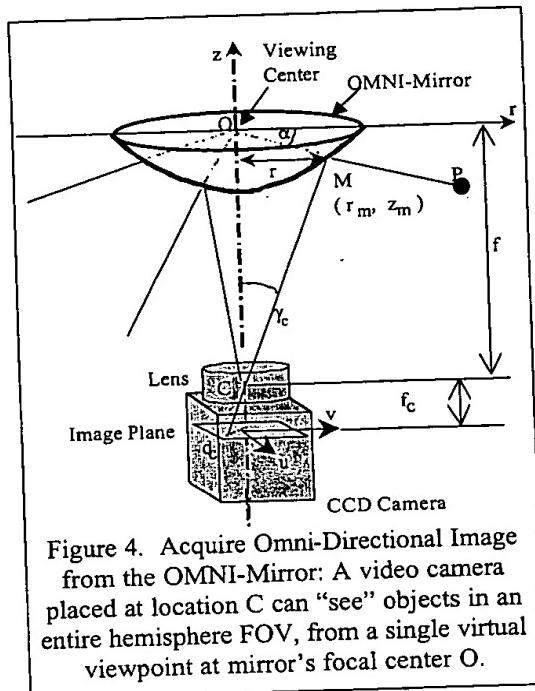
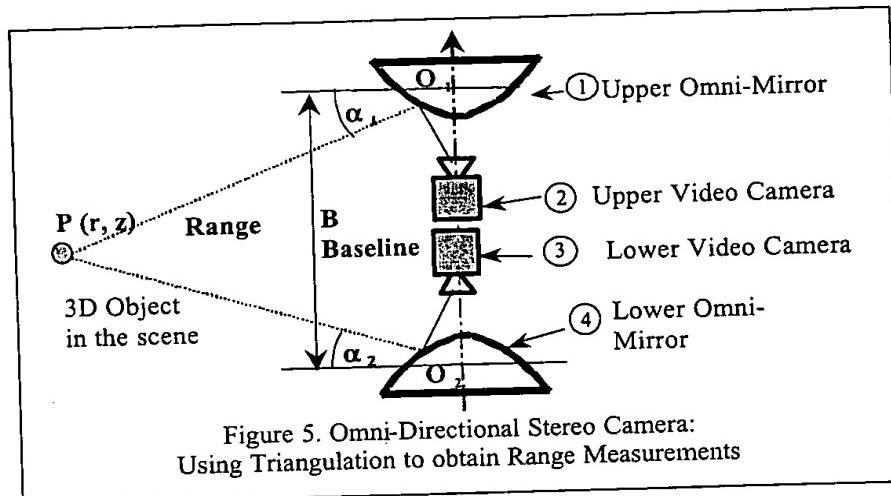


Figure 4. Acquire Omni-Directional Image from the OMNI-Mirror: A video camera placed at location C can "see" objects in an entire hemisphere FOV, from a single virtual viewpoint at mirror's focal center O.



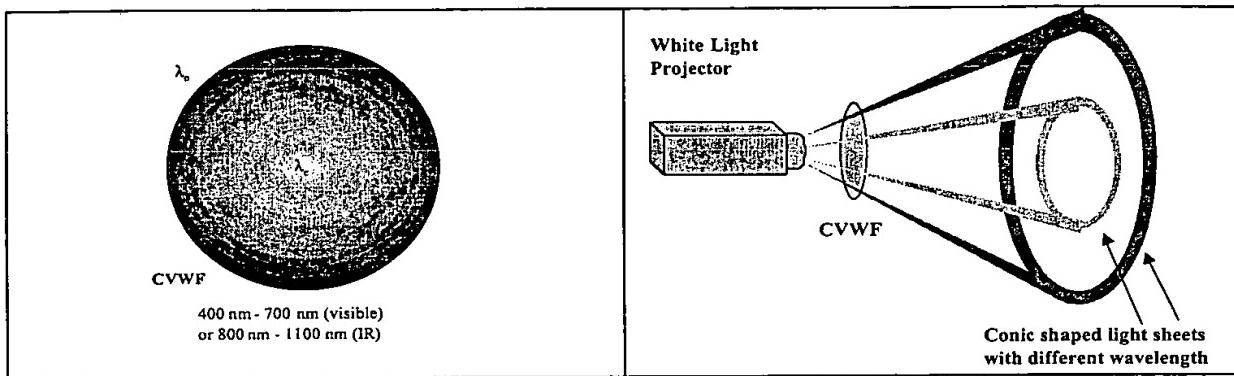


Figure 6. Circular Variable Wavelength Filter (CVWF)

0 0 0 0 0 0 0 0 0 0 0 0

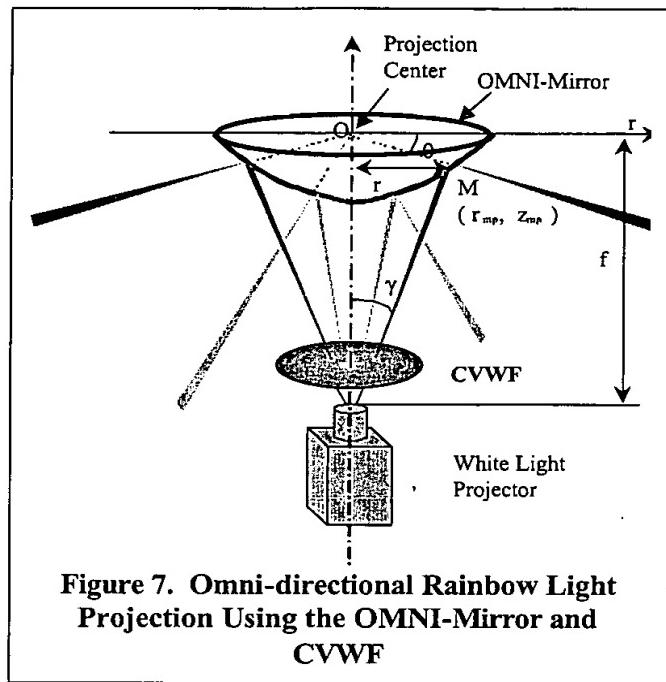


Figure 7. Omni-directional Rainbow Light Projection Using the OMNI-Mirror and CVWF

